

Junior Hunt Seat Disciplined Pattern

1. Enter the arena on the rail counter clockwise at a walk.
2. Pick up the sitting trot. Continue down the rail until even with the center marker.
3. At the center marker turn left to the center of the arena.
4. At the center of the arena halt, and drop irons. Trot a figure 8.
5. Halt. Pick up Irons. Canter a figure 8.
6. Halt and perform a 270 degree turn to the left on the haunches.
7. Canter straight to the far rail in a half seat and track left.
8. Continue through the corner and down the rail in a half seat.
9. Halt at the end maker and back 5 steps. Perform a 180 degree turn on the forehand to the right.
10. Trot straight down the rail, and turn right at the corner in a 2-Point position.
11. At the center point of the far rail, move to an extended posting trot to the exit. Exit at a walk.

LEGEND

Walk
 Sitting Trot - . - . - . - . - .
 Posting Trot - - - - -
 Extended Trot - - - - -
 Canter _____
 Back: **DDDD**

GATES: Pattern drawn according to Ring B gates.
 *Judge should be seated on left rail.

